GAME BOY ADVANCE™

Super Robot Taisen
Original Generation

505 GAMES

INSTRUCTION BOOKLET
LIBRETTO DI ISTRUZIONI

Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak uppfyller kraven enligh:
Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)

C E (**Nintendo**) D-63760 Großostheim

PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVA QUESTO INVOLUCRO.

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INTRODUCTION

This game is a tactical RPG in which the player controls military units in a variety of campaigns, simulating battle. Each battle map has a unique victory condition, and the player only advances to a different map after achieving victory on the current map. The story will differ depending on the selections the player makes, so there are multiple endings. Now, let's confront the emerging threats.

STORY

Nearly two centuries ago, the human race advanced into space, ushering in the dawn of a new era—the Space Era. Due to the devastation and turmoil caused by the meteors that struck Earth in the beginning of the 21st century, mankind made little progress in the succeeding years.

But in 179 S.E., a third meteor, Meteor 3, struck Earth near the Marquesas Islands in the South Pacific. A research team dispatched by the Earth Federal Government (EFG) discovered that Meteor 3 contained evidence of technology unknown to mankind. They called this new technology Extra-Over Technology (EOT).

Further analyses were conducted by the EOT Investigative Committee (EOTI) and the EOT Council. Upon conclusion of the investigation, Dr. Bian Zoldark, head of the EOTI, reported to the EFG and the Earth Federation Army that an invasion by extraterrestrial beings was highly probable. The EFG took the warning seriously, and the development of Personal Troopers, humanoid mobile units, began...

CONTROLS

L Button —

R Button —

R Button

A Button
B Button

R Button —

START button —

SELECT button —

NORMAL MODE

Control Pad	Move cursor
R Button	Search unit, shortcut for Support ON/OFF
L Button	Search unit, shortcut for Set Actions
A Button	Confirm commands, bring up windows
B Button	Cancel commands, bring up unit or environment data
SELECT	Display entire map
START	Bring up Quick Save

OTHER CONTROLS

R Button + A Button	Fast-forward messages on scenario screens
Press and hold B Button + the Control Pad	Move the cursor quickly
START + SELECT + A Button + B Button	Reset the game
Press and hold START	Continue

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ONE HAND MODE

The controls can be set so that one-handed play is possible: just bring up the Button Configuration Menu from the System option of the General Command Screen. Select "All commands on the left" and confirm.
The following control scheme will be utilized.

L Button — R Button

R Button — A Button — B Button

START button
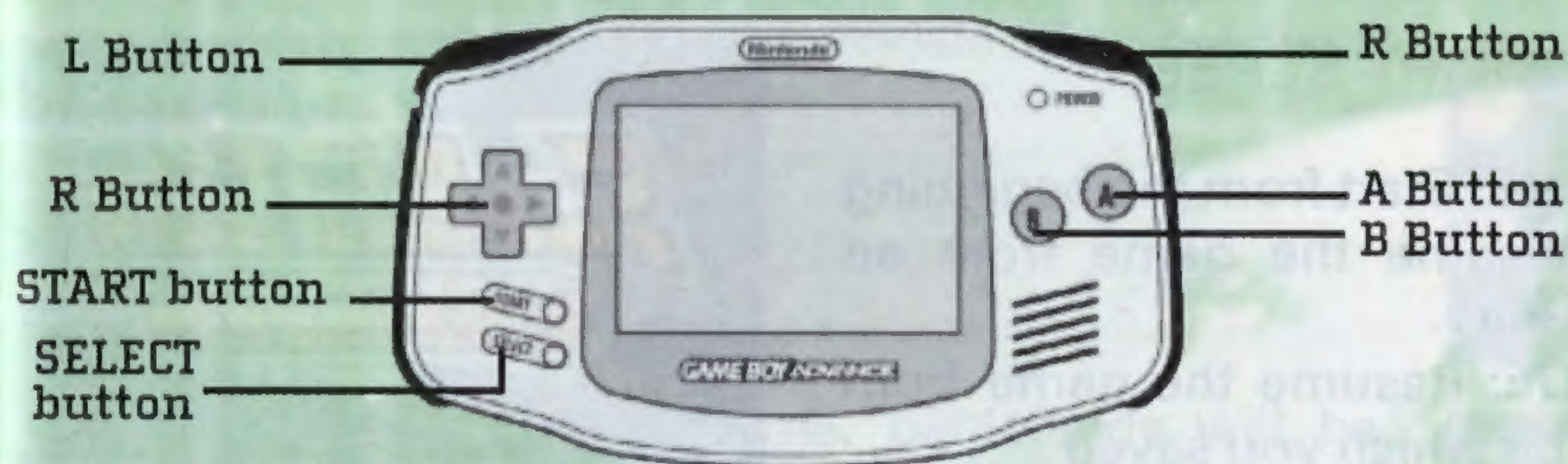
SELECT button

ONE HAND MODE

Control Pad	Move cursor
L Button	Confirm commands, bring up windows
SELECT	Cancel commands, bring up unit or environment data
START	Bring up Quick Save

OTHER CONTROLS

START + SELECT + L Button	Reset the game
Press and hold START	Continue

STARTING THE GAME

Insert the "Super Robot Taisen: Original Generation" Game Pak into the Game Boy Advance™ and turn the power ON. When the Title Screen appears, press START.

•GAME START SCREEN

NEW GAME: Start from the beginning
LOAD: Resume the game from an intermission
CONTINUE: Resume the game from the map on which you saved

CHARACTER SELECT

You can select the character you'd like to play as (Kyosuke or Ryusei) at the beginning of the game. Select one, and the game will begin. Scenarios will vary depending on which character you choose.

THE GAME AT A GLANCE

•SCENARIOS

During this part of the game, characters will appear on screen, advance the plot, and explain the objectives for each map.

•MAPS

At certain points in the game, battlefields will be displayed.

•BATTLE PREPARATIONS

Here, you can equip weapons or parts and modify them if necessary, depending on the situation.
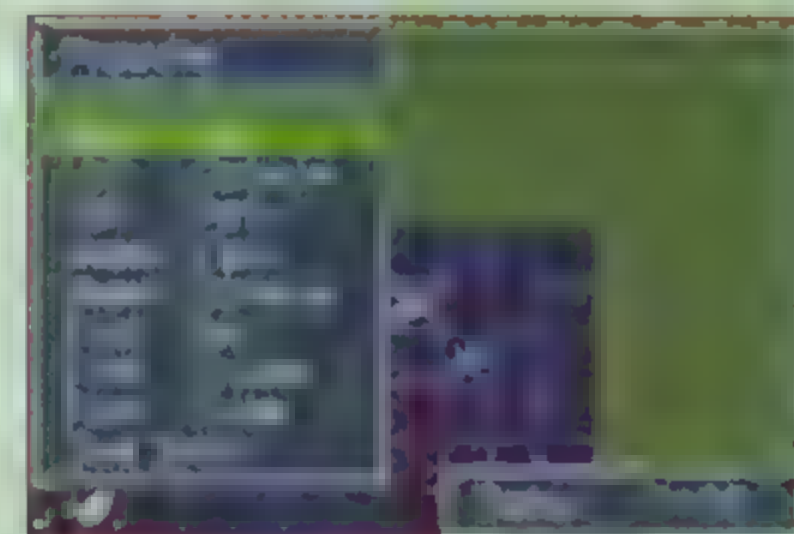
THE GAME AT A GLANCE

●UNIT SELECT
Here, you'll select the pilots/mechs you want to use in the upcoming battle. If you have a lot of units, you may not be able to deploy them all.
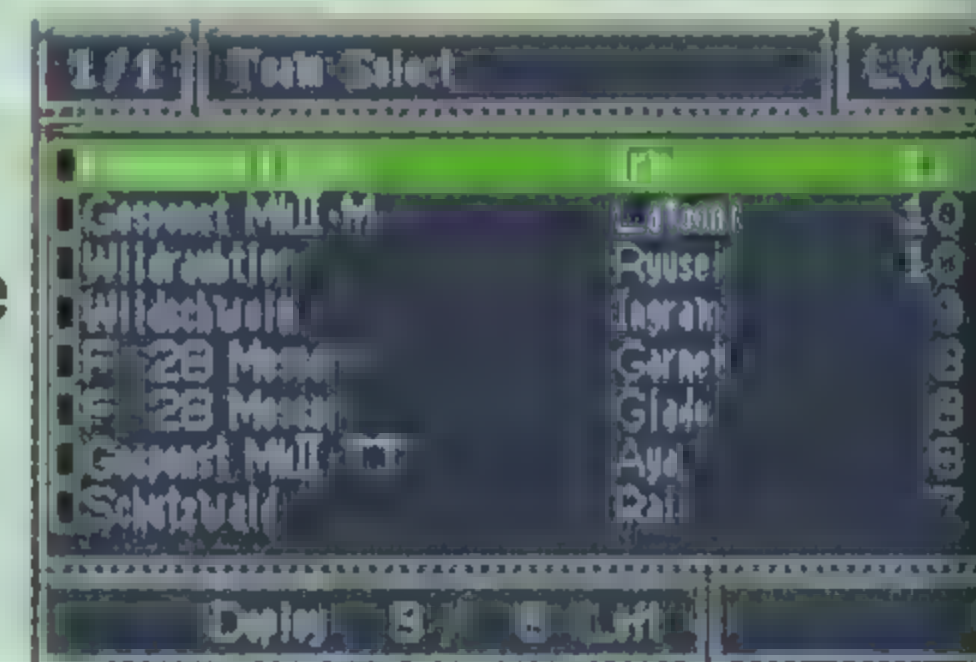
●BATTLE
During battle, your units will be displayed in blue and enemy units in red. Each map has different campaign objectives. You'll decide how your units are utilized.
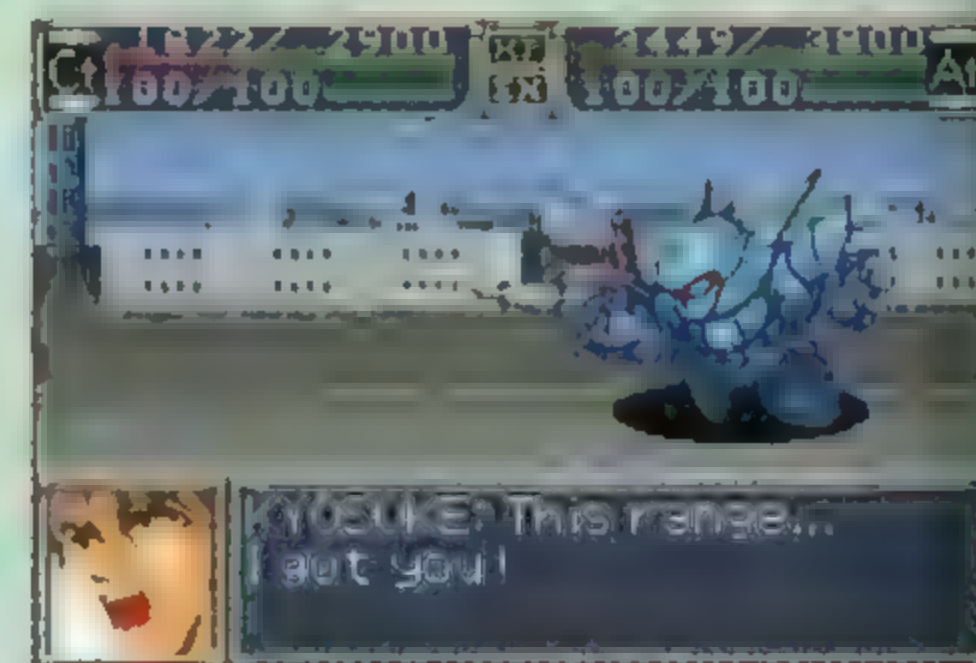
●END SCENARIO

After completing a battle, there will be a scene which relates to the outcome or that previews future encounters.
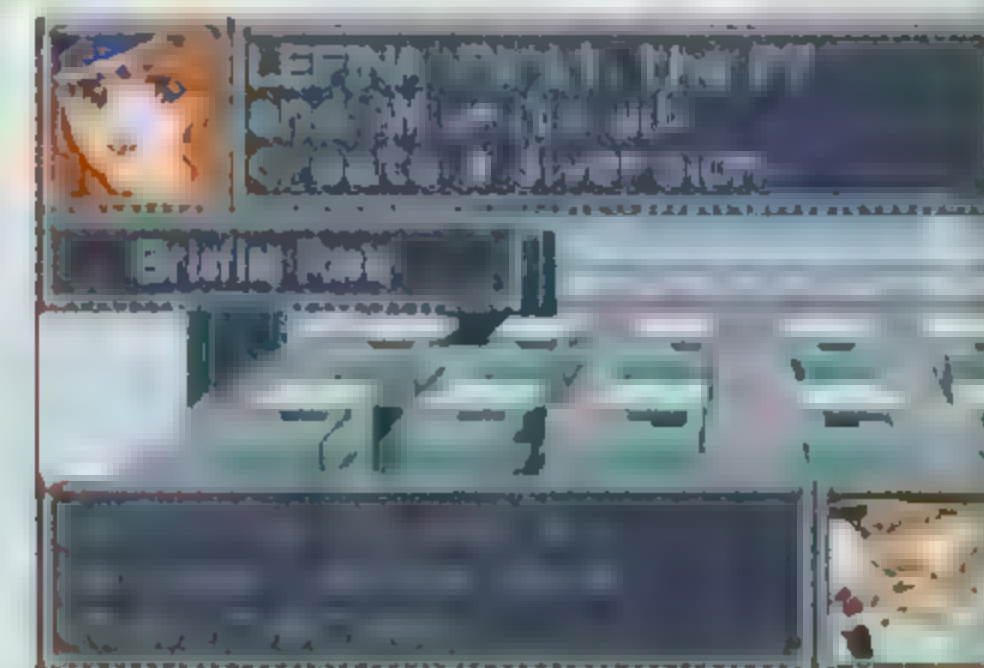
●INTERMISSION

At this time, you can customize your mech, change equipment, or change mechs. You can also save your progress.
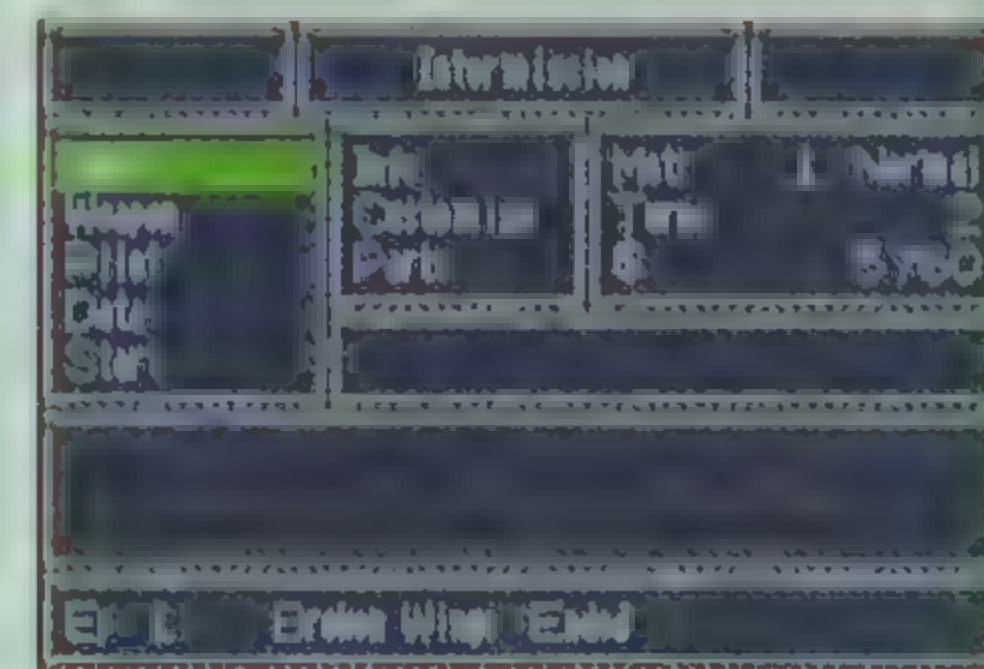
BATTLE PREPARATION

After a map appears, you'll have the opportunity to prepare for battle.
Make sure you select your units carefully, and properly equip them.

✝ **Unit/Info:** View the status of a unit
✝ **Unit/Customize:** Customize a unit
✝ **Unit/Parts:** Equip a unit with parts
✝ **Weapon/Equip:** Select weapons for a unit
✝ **Weapon/Customize:** Customize a unit's weapon
✝ **Pilot/Info:** View a pilot's status
✝ **Pilot/Training:** Improve a pilot's ability or learn special skills by using Pilot Points
✝ **Pilot/Assign:** Change pilots for a particular unit
✝ **Team/Select:** Finalize preparations and proceed to Team Select
✝ **Deploy:** Number of required mechs (yellow) / selectable mechs to be deployed

TEAM SELECT

When the Team Select Screen appears, select the units you wish to deploy from the list. Usually, they'll be boarded onto a battleship. Certain units may be required to participate, while others may not be selectable, depending on the situation.

❶ Unit List Page (Use the Control Pad to change pages)

❷ Unit Name

❸ Pilot Name

❹ Pilot Stats

❺ Number of Deployable Mechs
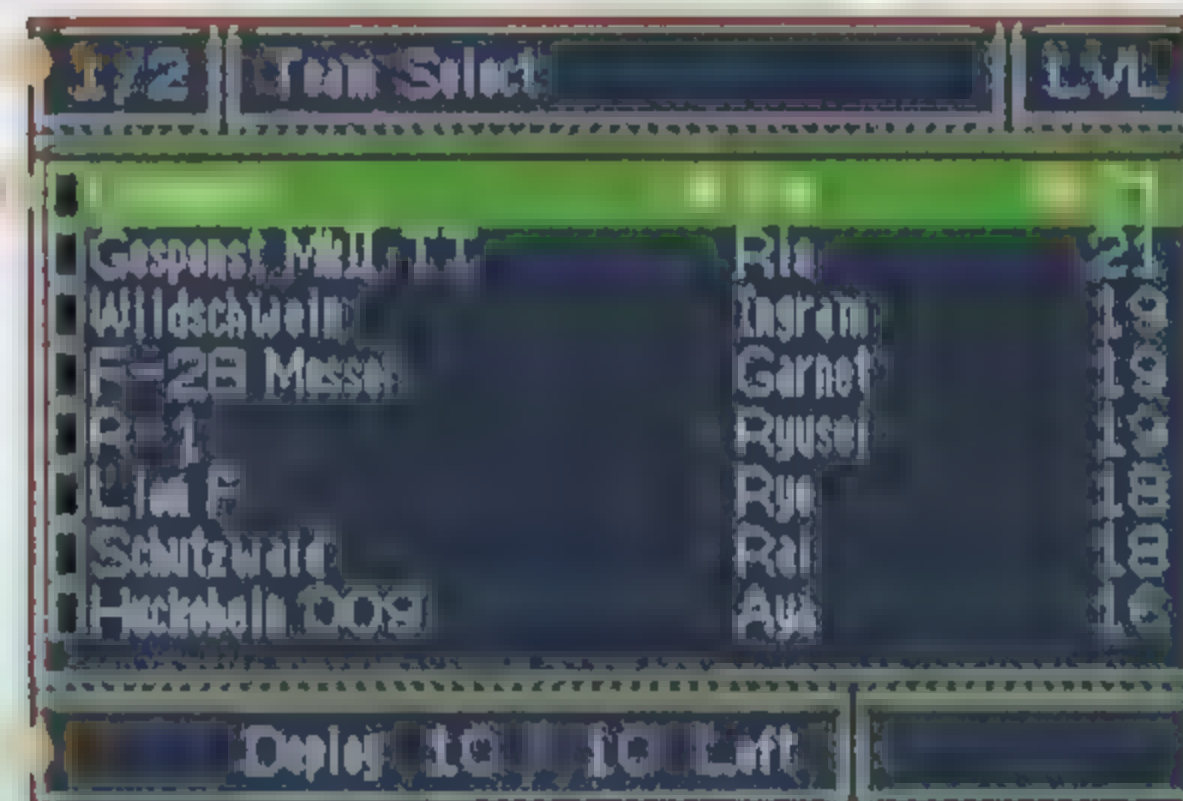
Select a unit you want to deploy using the Control Pad, and then press the A Button. An indicator to the left of the unit will be lit, signaling that the unit is ready to go. Press the A Button again to cancel. The farther into the game you get, the more units will be at your disposal. Be sure to select your team members carefully.

MAPS

❶ Cursor: used to control your units

❷ Grid: each square represents 1 unit of movement. Grids can be turned on or off from the General Commands Screen

❸ Friendly Units: the player's units and other allies

❹ Enemy Units: hostile units controlled by the computer

❺ Individual Commands: orders which can be issued to units in your force

❻ General Commands: options which relate to general operation of the game

❼ Turns: number of full turns (Player Phase + Enemy Phase) which have passed on the current map

❽ Money: accumulated funds
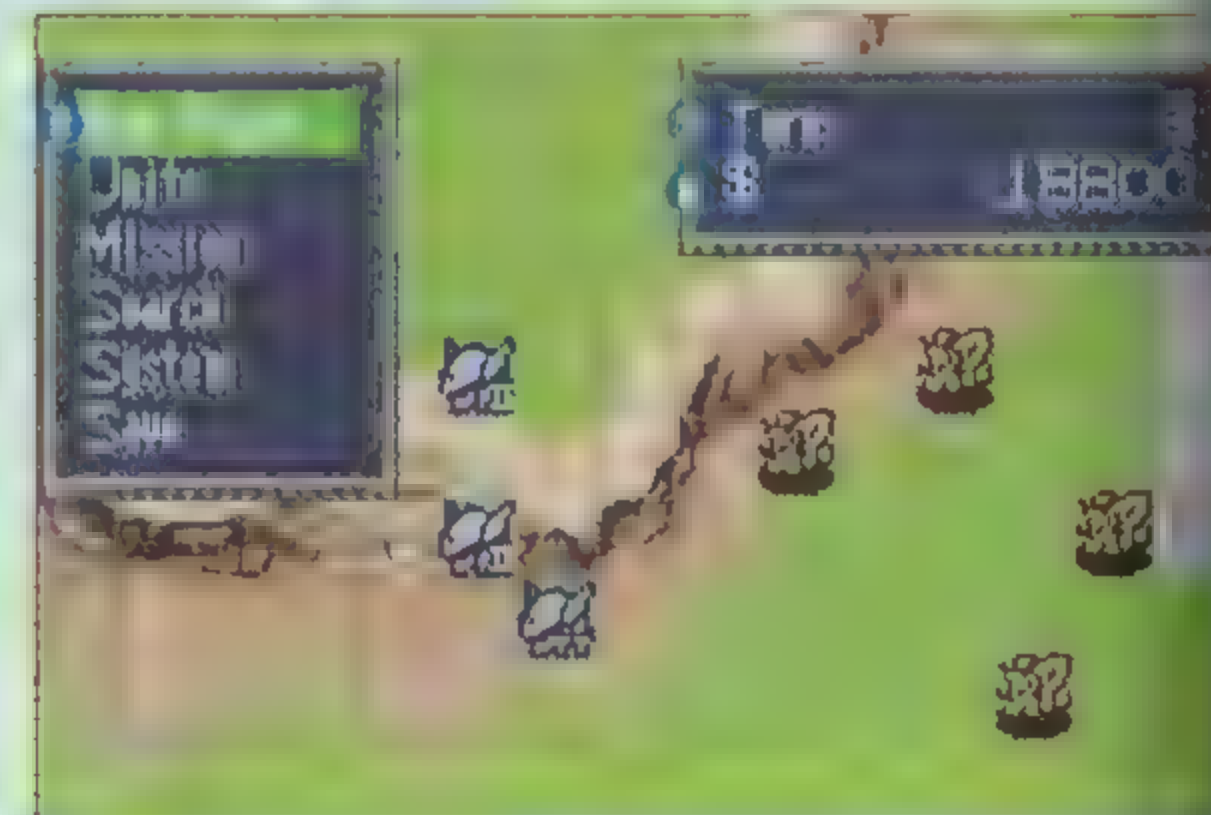
COMMANDS ON THE MAP

There are two types of commands available to you from the map screen.

●INDIVIDUAL COMMANDS

These are the orders which can be issued to the units in your force.

Move	Move a unit
Spirit	Utilize a pilot's Spirit Commands
Status	View the Status Screen for a unit
Attack*	Attack the enemy
Change*	Transform a mech
Deploy*	Deploy units
Ground/Underground/ Air/Water*	Change a unit's elevation
Use*	Use an equipped part
Repair*	Replenish adjacent unit's HP
Supply*	Replenish adjacent unit's EN/ammo

●GENERAL COMMANDS

These options relate to general operation of the game.

End Phase	End your turn
Units	View the unit list
Mission	View the victory condition(s)
Search	View the Spirit Command list
System	Change controls or grid options
Save	Save your progress (select "CONTINUE" from the Start Menu to resume) (select "CONTINUE" from the Start Menu to resume)

*Available in certain circumstances

Note: Spirit, Status, Change, Deploy, Ground/Air/Water, and Use can be selected repeatedly without using your turn.

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BATTLE: MOVEMENT

Move the cursor over a unit on the map and press the A Button to display the options available for that unit. If the unit is far away from the enemy, you can select "Move" to move it closer. Press the B Button to check the status of the unit, and from that screen, press the A Button to see the character's Special Skills.

•HOW TO MOVE YOUR UNITS

When you select "Move," the unit's range of movement will be indicated. Select your destination and press the A Button. Then, select "Standby," or if the enemy is in range, "Attack."

•ENVIRONMENT

There are many different types of environments on the maps. Mountains and seas will limit the mobility of your units. To see the effect of an environment, place the cursor on any given spot and press the B Button. (See P55 for more details.)

•ENEMY STATUS

By placing the cursor on an enemy and pressing the A Button, you can see its range of movement. To see its status, press the B Button. Pressing the A Button from there will allow you to see its special skills. If you have not yet engaged a unit, its data will not be available.

•BOARD

If a battleship highlighted in blue is nearby, you can move to its location and board it. Your ammo will be replenished, and your HP and EN restored if you remain there long enough. Your unit can be redeployed by selecting "Deploy" from the commands available for the battleship. The pilot's "Will" will decrease by 10, but won't go below 100.

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BATTLE: ATTACKING

If your unit is close enough to an enemy unit, you can attack. The unit challenged attacks first. There are three ways to attack: attacking an adjacent enemy, attacking from a distance, or attacking a particular area.

•HOW TO ATTACK

Select "Attack" from the available commands, and a list of weapons will appear. Weapons in red cannot be used for various reasons (not loaded, lack of EN/Range/Will, environment effect). The weapon's range will be indicated. Select a target using the cursor and confirm your choice by pressing the A Button. You can also select a target by pressing the L Button or R Button.

•ATTACKING AN ADJACENT ENEMY

Move in close to an enemy and then attack. Weapons marked with a "P" are best for this type of strike, since they can be used after moving.

•ATTACKING FROM A DISTANCE

A weapon with a range greater than 2 can be used to attack from a distance.

•ATTACKING A PARTICULAR AREA

Weapons marked "MAP" can damage multiple units at the same time, including your allies, if they are in the target area. This type of attack is not susceptible to counterattacks.

CONFIRMING AN ATTACK

After choosing an attack strategy, both the player's and the enemy's data will be displayed. Note information such as your weapon's hit rate and the probability of a counterattack. Press the A Button to start the battle, or the B Button to cancel.

●BATTLE DATA WINDOW

①Name of Enemy Unit
②Weapon for Counterattack
③Enemy's HP
④Enemy's EN
⑤Name of Enemy Pilot
⑥Enemy's Level
⑦Enemy's Will
⑧Accuracy of Enemy's Weapon
⑨Name of Unit
⑩Weapon Used
⑪Name of Supporting Pilot
⑫Supporting Weapon
⑬Player Character's HP
⑭Player Character's EN
⑮Pilot's Name

⑯Player Character's Level
⑰Player Character's Will
⑱Hit Rate of Player Character's Weapon
⑲Start Battle
⑳Support: change supporting units or turn supporting attacks on or off
㉑AnimSkip: watch or skip the battle scene

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COUNTERATTACKING

Units will automatically counterattack, unless you change the settings. When you are attacked, select "Action," and the following choices will be displayed: Counterattack, Defend, and Evade. Select "Counterattack" to set a weapon for counterattacking. In lieu of counterattacking, choosing "Defend" will reduce the damage you'll sustain, and selecting "Evade" will increase your chances of dodging the attack.

•COUNTERATTACK WINDOW

❶ **Start Battle**

❷ **Action:** Counterattack, Defend, and Evade are the available options

❸ **Support:** Change supporting units or turn supporting attacks on or off

❹ **AnimSkip:** Watch or skip the battle scene

Note: The R Button can be used to turn support on or off, and the L Button can be used as a shortcut for selecting a defensive action.

BATTLE: RESTORATION

During battle, you can replenish your ammo and restore HP and EN using the following options.

•MODULES

Use a unit equipped with a repair module or supply module to replenish allied units following the same process as attacking. The higher the level of the repairing unit's pilot, the more HP that will be replenished. Use a supply module to replenish EN/ammo to the max.

•ABILITIES

If your pilots have Spirit Commands such as Vigor or Trust, they can replenish their units using these abilities.

•LOCATION

Units stationed in certain places like cities or bases will automatically be replenished each turn, anywhere from 10% to 30%.
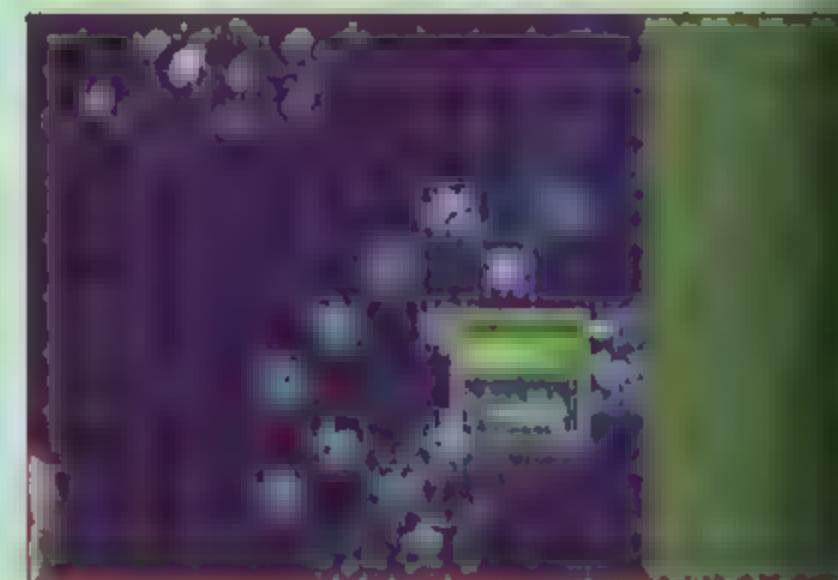
•BOARDING

If you board a battleship, your HP and EN will be restored every turn, and your ammo will be fully replenished. The pilot's "Will" will decrease by 10, but won't go below 100.

•PARTS

If your units have parts such as Repair Kits, Fuel Tanks, and Cartridges equipped, these can also be used to replenish your forces.

BATTLE: COMPLETION

When you have completed all of the actions you would like to take during a given turn, press the A Button with the cursor on an unoccupied grid square to bring up the General Command Menu. Select "End Phase," and the enemy's turn will begin. You may end your turn at any time, even if you have not moved all of your units. You and the enemy will alternate taking turns. Once the campaign objectives have been fulfilled, you will have completed that particular map.
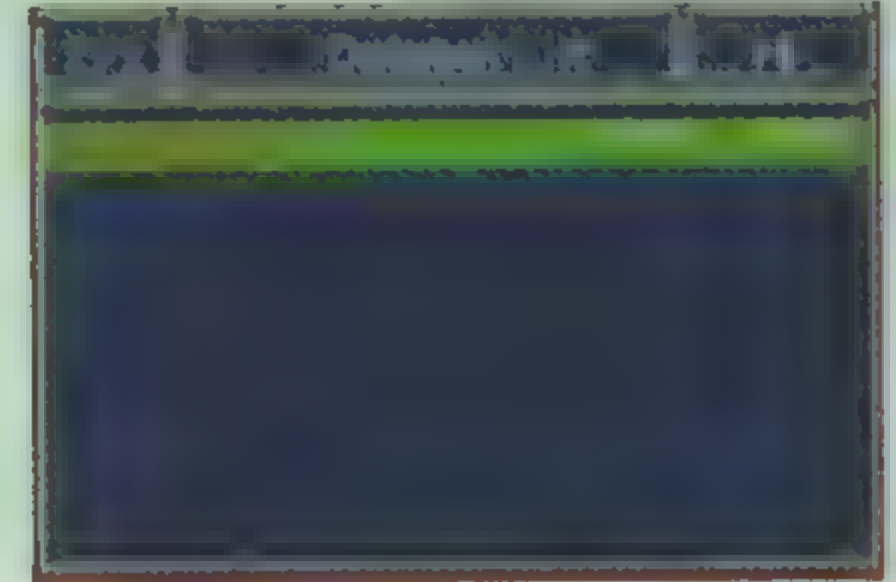
SUPPORT SYSTEM

There are times when allies can assist each other in battle. This is called "Support." There are two kinds: Offensive and Defensive. Offensive Support occurs when adjacent units attack the same enemy. Defensive Support is when a unit takes a hit for an adjacent ally. To do this, the unit must not have taken any action yet and its pilot must have support abilities. A support unit can assist at most 4 times in a turn. This ability will be indicated in the Attack/Counterattack window.
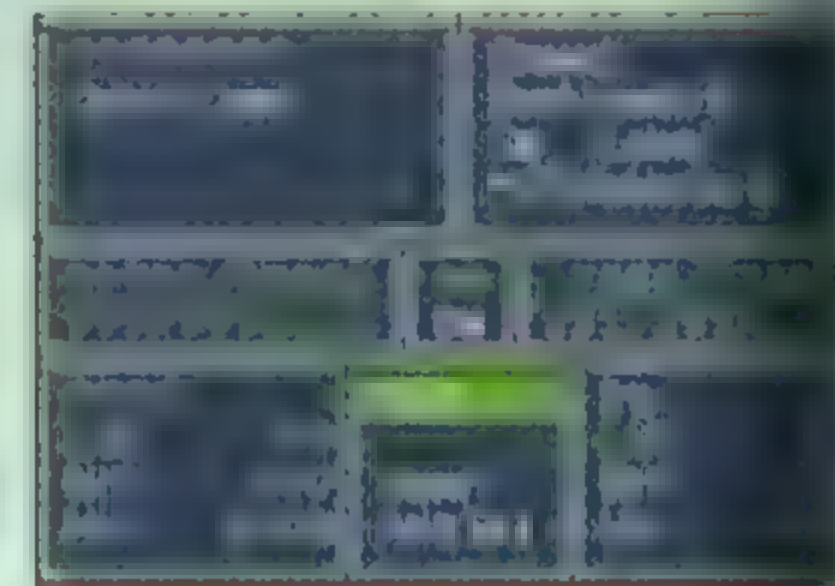
OFFENSIVE SUPPORT

To receive Offensive Support, the following conditions must be met:

- The support unit is adjacent to the unit receiving the support.
- The support unit is still able to attack.
- The support unit has the ability to move to the grid square its ally is on.
- The support unit's weapon is appropriate for the attack.
- The support unit has not completed its actions for the turn.
- The support unit has not participated in a Combined Attack.
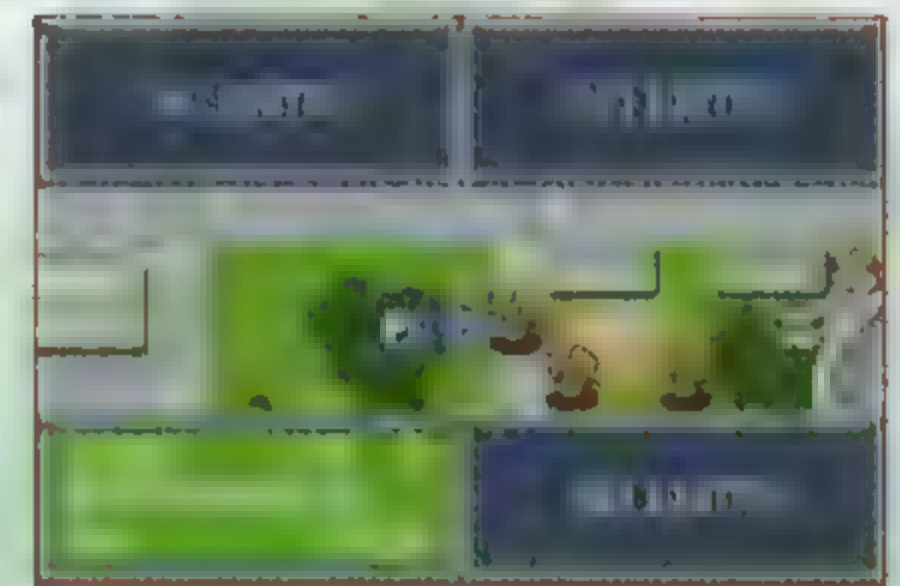
If you don't need Offensive Support, want to change which unit will provide support, or want to change a support unit's weapon, open the Battle Data window and go to the Support Menu. Here, you can turn support off by selecting "None," or view the available support units by selecting "Change." The hit rate for each support unit's weapon will be shown. Use the Control Pad to select the support unit you want to use and press the A Button to confirm your choice. Lastly, if the unit has multiple weapons, select the one you'd prefer to use.

DEFENSIVE SUPPORT

To receive Defensive Support, the following conditions must be met:

- The support unit is adjacent to the unit receiving the support.
- The support unit is still able to defend.
- The support unit has the ability to move to the grid square its ally is on.
- The unit receiving support fails to evade an attack.

Note: If there's a chance it will be destroyed, the support unit will not provide support.

If you select "Support" from the Battle Data window and then "Change," the HP and EN of each available Defensive Support unit will be displayed. Select a unit using the Control Pad, and press the A Button to confirm your choice. Selecting "None" from the Support Menu will disable support.

OTHER SUPPORT-RELATED ISSUES

•SPIRIT COMMANDS

When providing Offensive or Defensive Support, a support unit can not benefit from certain Spirit Commands, even if they are set beforehand. However, special abilities such as Barrier and Double Image can still be activated.

•EXPERIENCE

When a unit provides Offensive Support, it will not receive any experience; all experience goes to the unit that initiated the attack.

•PRIORITY

If more than one unit can provide support, then priority is determined as follows:

Offensive Support: the unit with the strongest weapon participates

Defensive Support: the unit that will sustain the least damage participates

INDIVIDUAL COMMANDS

A variety of Individual Commands will be available to you depending on the unit you are controlling and the situation. They are essential for winning battles, so use them wisely.

•SPIRIT

These commands can be used by consuming a pilot's Spirit Points. They will allow you to do things such as improve a weapon's hit rate, restore HP, etc. The higher the level of the character, the more commands you can use. For additional information, see P56.
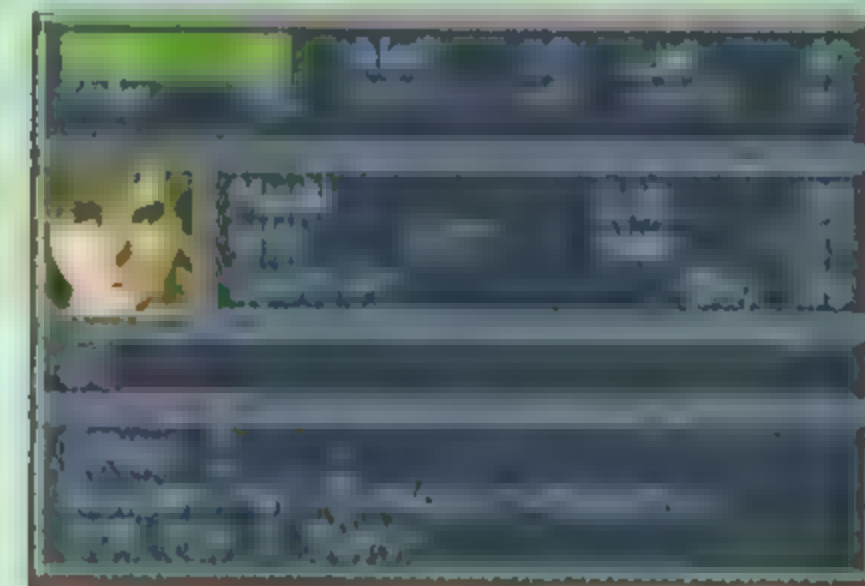
•CHANGE

Units which this command applies to can transform and utilize new abilities. For example, their mobility might improve for certain environments, or they may gain some other advantage over the enemy.

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•AIR/WATER/GROUND/UNDERGROUND

When you are using a multi-terrain unit, commands such as "Air" or "Water" may become available in certain situations, allowing that unit to transfer to a different environment. Range of movement will vary by unit, and weapon efficiency will vary depending on the location of the target.

•USE

This command can be selected to use consumable items in your inventory such as Fuel Tanks or Cartridges. Parts can be used to restore HP and EN, among other things, but must first be equipped.

•STATUS

This option will allow you to see information about a unit and its pilot, including any special abilities it has. Check this data frequently to adjust your battle plans.

GENERAL COMMANDS

Press the A Button with the cursor on an unoccupied grid square, and the General Commands will be displayed. These commands are critical for directing your units and monitoring their performance. Be sure to familiarize yourself with them.

•END PHASE

Use this command when your units have completed all actions you want them to perform. The number of units that have not yet acted will appear on the screen. You can cancel your choice by selecting "No" or pressing the B Button, or you can confirm it by selecting "Yes."
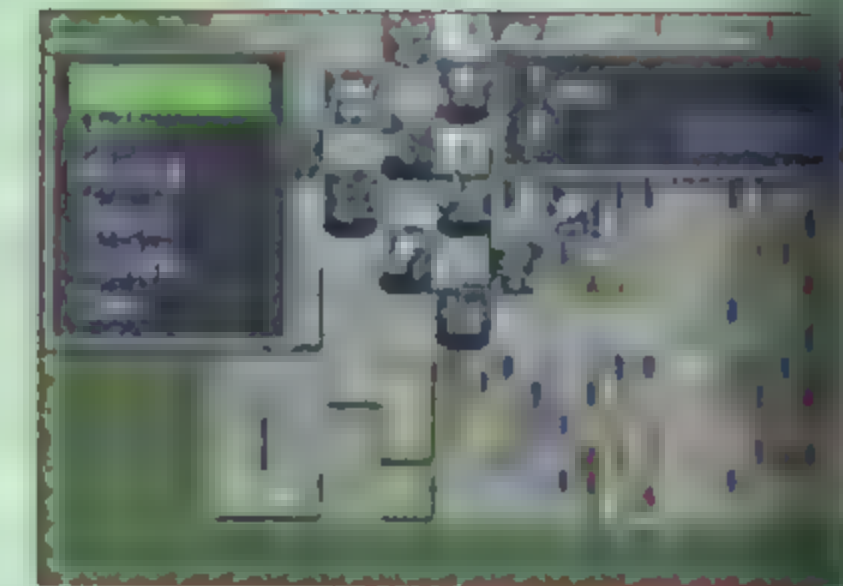
•UNITS

Selecting this command will allow you to view a list of your deployed units, in order of EXP. Units listed in red letters have already acted. Use the Control Pad to change pages, and the L or R Button to see the following information: Level, Will, number of units shot down, EN, and HP. Use the cursor and the A Button to select a unit from the list, and the cursor will jump to that unit on the map.
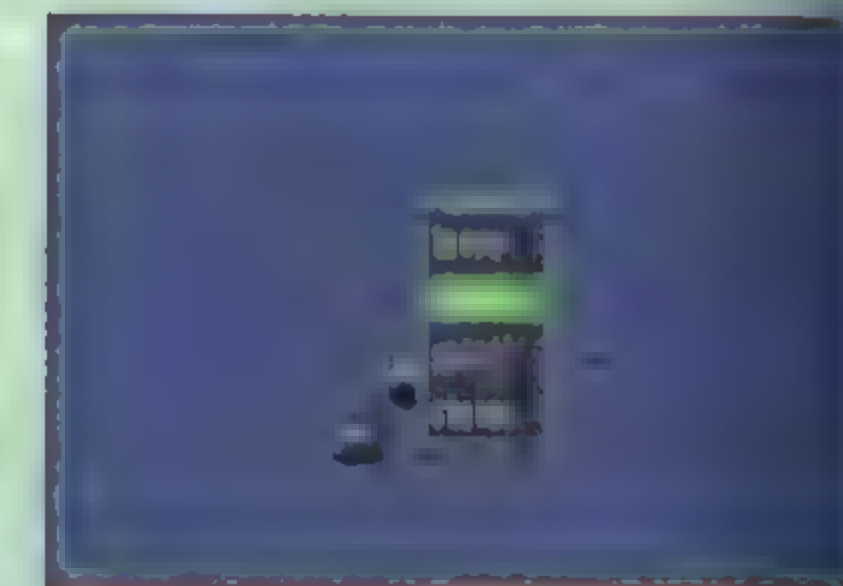
●MISSION

Select this command to view the victory/defeat conditions. If you win the battle, you'll move on to the next map. If not, then the game will end. Press right on the Control Pad to see the Battle Mastery requirement.
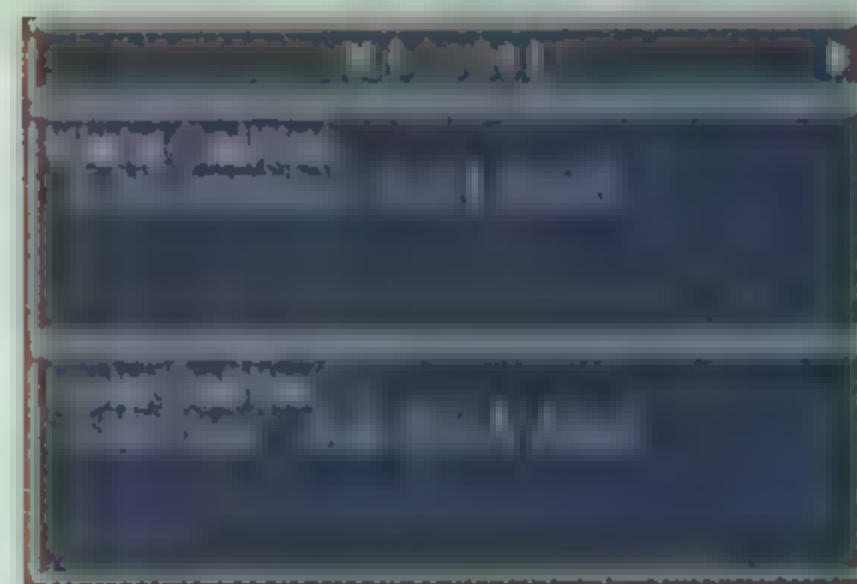
●SEARCH

This chart lists the Spirit Commands of all the pilots deployed. Select the command you want to use, and the names of the pilots who can use it will be displayed. Select a character, and the cursor will jump to that unit on the map.
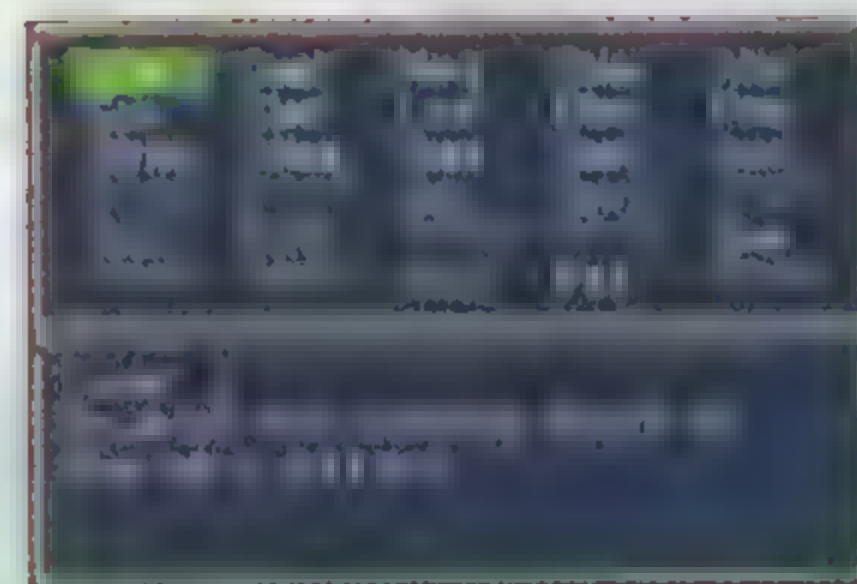
●SYSTEM

Here, you can select whether or not you want the grid to be displayed, whether or not the music will revert to default after a battle, and which control scheme you'd prefer.

●SAVE

This command will allow you to save your progress on the current map. You can resume your game by selecting "CONTINUE" from the Start Menu.

STATUS SCREEN: UNIT

1/2	Unit Info		Move	6
		B	Mobility	90
	Alteisen		Armor	1500
			Type	GndWtr
	4200 / 4200			
EN	120/120			

[Ability]
AB Field

2/2	Unit Info		Size		M
			Cost		4400
	Alteisen		Air	A	Grd S
			Wtr	B	Spc A
	4200 / 4200				
EN	120/120				

[Parts]

W Space 130

❶ Page: Use the Control Pad to change pages

❷ Name: The mech's name

❸ HP: The mech's endurance. If it reaches 0, the mech will be out of commission

❹ EN: The amount of energy the mech has

❺ Move: The number of squares the mech can move on the map

❻ Mobility: The mech's mobility. Affects evasion

❼ Armor: The mech's defence. The higher the number, the less damage sustained

❽ Type: The mech's movement type

❾ Abilities: The mech's special features

❿ Size: Ranges from S (smallest) to LL (largest). Note: Large mechs tend to be easy targets

⓫ Cost: The cost to repair a mech which has been disabled in battle

⓬ Environment Rating: Indicates the mech's suitability for various environments. From highest to lowest, the rankings are S, A, B, C, D

⓭ Parts: The parts the mech is equipped with

⓮ Weapon Space: Relates to how many weapons can be equipped on the mech. The larger the number, the more weapons that can be equipped

STATUS SCREEN: PILOT

❶ **Page:** Use the Control Pad to change pages.

❷ **Name:** The pilot's name.

❸ **Level:** The pilot's current level, which increases as you accumulate EXP in battle.

❹ **Will:** Current will power. Affects offensive/defensive ability. Increases or decreases with the turn of events (i.e. defeating an enemy, replenished by ally). Certain weapons can not be used unless the pilot has enough will power.

❺ **EXP:** The pilot's experience.

❻ **Need:** Experience needed to level up.

❼ **MEL (Melee):** The pilot's ability to use weapons in close combat. The higher the number, the more damage that is dealt. 100 is the base value of this stat.
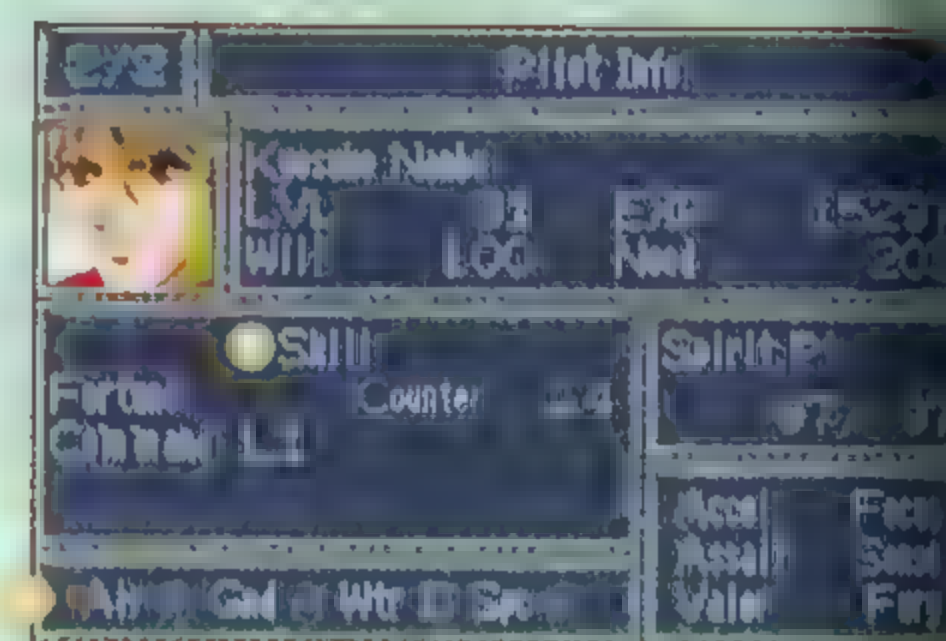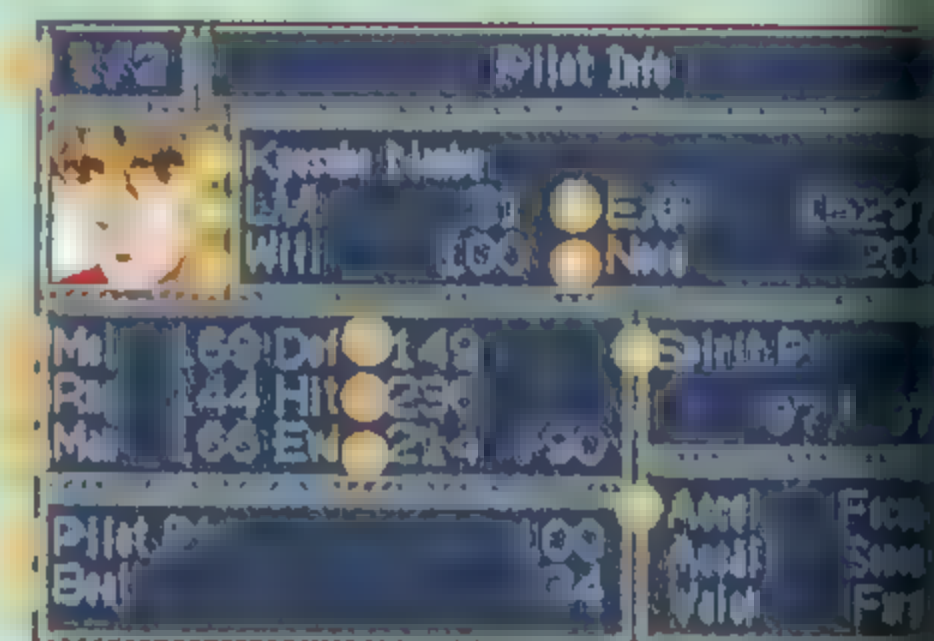
O RNG (Range): The pilot's ability to use weapons from a distance. The higher the number, the more damage that is dealt. 100 is the base value of this stat.

O MAN (Maneuverability): The pilot's overall technique and skill. The higher the number, the better the odds of scoring a critical hit.

⑩ DEF (Defence): The pilot's ability to defend against attacks. The higher the number, the less damage the pilot sustains.

⑪ HIT: The pilot's accuracy. The higher the number, the more accurate the attack

⑫ EVD (Evade): The pilot's ability to evade attacks. The higher the number, the better chance of evasion. The additional number reflects the mobility of the vehicle.

⑬ Pilot Points: The current number of Pilot Points the character has. You can improve the pilot's ability by spending these points in training.

⑭ Beat: The number of enemy units the pilot has destroyed.

⑮ Spirit Points: The pilot's Spirit Points (current/maximum). Using Spirit Commands will deplete these points.

⑯ Spirit Commands: A list of Spirit Commands available to the pilot.

⑰ Skills: The pilot's special skills. These can be obtained through training or by raising the pilot's level.

⑱ Environment Rating: Indicates the pilot's ability in various environments. From highest to lowest, the rankings are S, A, B, C, D.

SPECIAL SKILLS

The following are skills pilots can learn.

- **Support**

  Allows the pilot to provide offensive or defensive support. The higher the pilot's level, the more times he can provide support in a given turn

- **Prevail**

  This skill will be activated when the pilot's HP is running out. The following stats will be raised: EVD, HIT, Critical and Armor. The higher the pilot's skill level, the more powerful this skill is. The higher the skill level of the pilot, the more frequently this skill will be activated.

- **Counter**

  Allows the pilot to attack first when targeted by the enemy

- **In-Fight**

  Increases the range and damage dealt by melee weapons

- **Gunfight**

  Increases the range and damage dealt by firing weapons

- **SP Up**

  Increases a pilot's maximum Spirit Points

- **Lucky**

  Rarely activated. Raises the following stats to 100%: HIT, EVD and Critical

- **SP Regenerate**

  Restores 10 Spirit Points every turn
- **Mental**

  Reduces the SP cost for Spirit Commands
- **Hit&Away**

  When you attack your enemy without moving, this skill will enable you to move afterwards.
- **Genius**

  Increases HIT, Critical, and EVD
- **Fortune**

  A pilot with this ability receives more money in battle
- **Attacker**

  Increases offensive power when the pilot's Will is more than 130
- **Expert**

  Reduces weapon EN usage by 30%
- **Telekinesis**

  Increases HIT and EVD according to the pilot's skill level
- **Command**

  Increases nearby allies' HIT and EVD depending on the pilot's skill level
- **Revenge**

  Increases damage dealt by counterattacks by 20%
- **Prophesy**

  Increases EVD when the pilot's Will is more than 130 (counterattacks only)

SPIRIT COMMANDS

The cost to use Spirit Commands varies, because each pilot has his/her unique strengths and weaknesses. Consequently, the number of times pilots can use Spirit Commands varies, so carefully consider each pilot's characteristics before using them to fight.
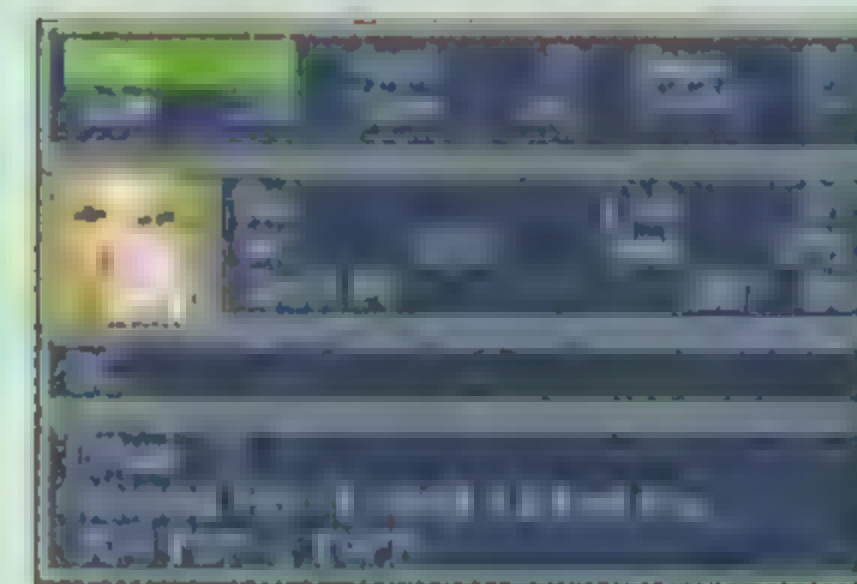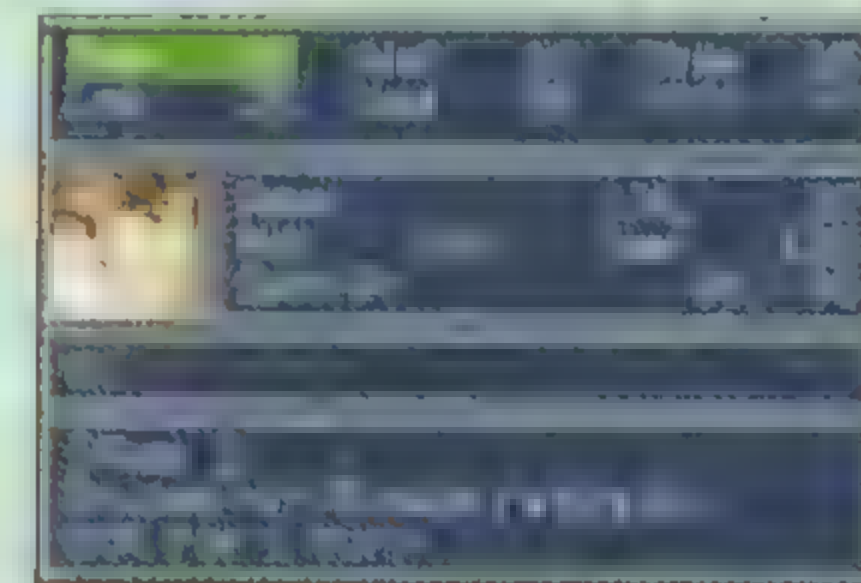
INCREASE/DECREASE OF WILL

A pilot's Will may increase or decrease depending on the situation. Pay attention to each pilot's idiosyncrasies, and adjust your strategy accordingly.
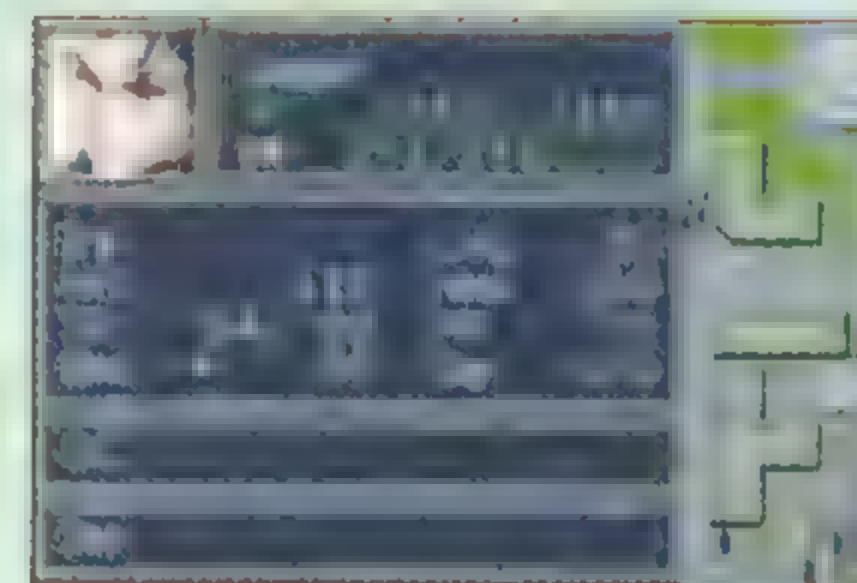
LEVELING UP

As a pilot accumulates EXP, if he levels up, his Ability Points, Spirit Points and Pilot Points will go up. This happens at a different rate for each pilot. You can also raise a pilot's ability or have him learn new skills by training. This means that the same pilot might have totally different characteristics, depending on how you play the game.

KILL BONUS

A pilot who has shot down at least 50 enemies will receive 20% more money from the battle, and 5 points will be added to his/her Will next time he/she is deployed.

1 **Page:** Use the Control Pad to change pages.

2 **DMG:** Base damage dealt

3 **RNG:** The weapon's range (min. distance ~ max. distance)

4 **HIT:** The weapon's accuracy

5 **Weapon Name**

6 **Weapon Type:** "P" indicates a weapon that can be used after movement. "MAP" indicates a weapon which can target all enemies in a given area.

7 **Required Will:** Indicates the required Will level for the pilot to use the weapon. If the number is in red, the weapon cannot be used at that time by the current pilot.

8 **Energy Cost:** The amount of EN consumed when the weapon is used. If the number is in red, the weapon cannot be used at that time.

9 **Skill:** Indicates the required level of a particular skill that the pilot must have obtained in order to use the weapon. If the number is in red, the weapon cannot be used at that time by the current pilot.

⑩ Environment Rating: Indicates the weapon's suitability for various environments. From highest to lowest, the rankings are S, A, B, C, D.

⑪ Current Ammo/Max Ammo: Indicates the number of remaining attacks

⑫ Category: A weapon is classified as one of the following: Missile, Energy Beam, Bullet, Remote, Melee, Supreme, Map, etc.

⑬ Type: Indicates whether it is a Melee or Ranged weapon

⑭ Critical: Affects the likelihood of a critical hit. The higher the number, the better the chance of dealing a critical hit.

SPECIAL EFFECT WEAPONS

The following are weapons that affect the status of the enemy:

- **Energy Taker:** Reduces enemy's EN by 25%
- **Energy Drain:** Drains enemy's EN by 30% and adds it to user's EN
- **Spirit Taker:** Reduces enemy's Will by 5 points (not to drop below 50)
- **Spirit Drain:** Drains enemy's SP by 30 points and adds them to user's SP
- **Spider Net:** Reduces enemy's Mobility by half. Cannot be used in conjunction with other special effect weapons
- **Armor Breaker:** Reduces enemy's Armor by half for the duration of one turn (can only be used once per turn)
- **Chaff Grenade:** Reduces enemy's hit rate by half. Cannot be used in conjunction with other special effect weapons
- **Jam Grenade:** Reduces the damage dealt by the enemy by half (not to drop below 10). Cannot be used in conjunction with other special effect weapons

INTERMISSION

INTERMISSION

An intermission will occur after you finish a map. This is when you can modify units and switch pilots to prepare for the next battle. Use the money you've saved to beef up your forces!

●INTERMISSION SCREEN

1 Intermission Menu: Make your selection using the Control Pad, and confirm your choice by pressing the A Button. This will take you to a sub-menu.

2 Battle Mastery: Here, your current level of Battle Mastery is displayed, along with the current difficulty level of the game. You can increase your level of Battle Mastery by fulfilling certain conditions in each stage. The higher your level of Battle Mastery, the more difficult the game will get.

3 Turns: The total number of turns you've taken in the game thus far
4 Money: Money available to be spent on unit modification
5 Scenario Completed: Indicates your progress in the game

UNITS

•UNIT INFO

If you select "Unit: Info," a list of units will be displayed. Select the one you want more information on, press the A button, and you'll be taken to the Status Screen.

1 Page: Use the Control Pad to change pages
2 Unit Name
3 HP: The unit's endurance
4 Pilot
5 Pilot's Level
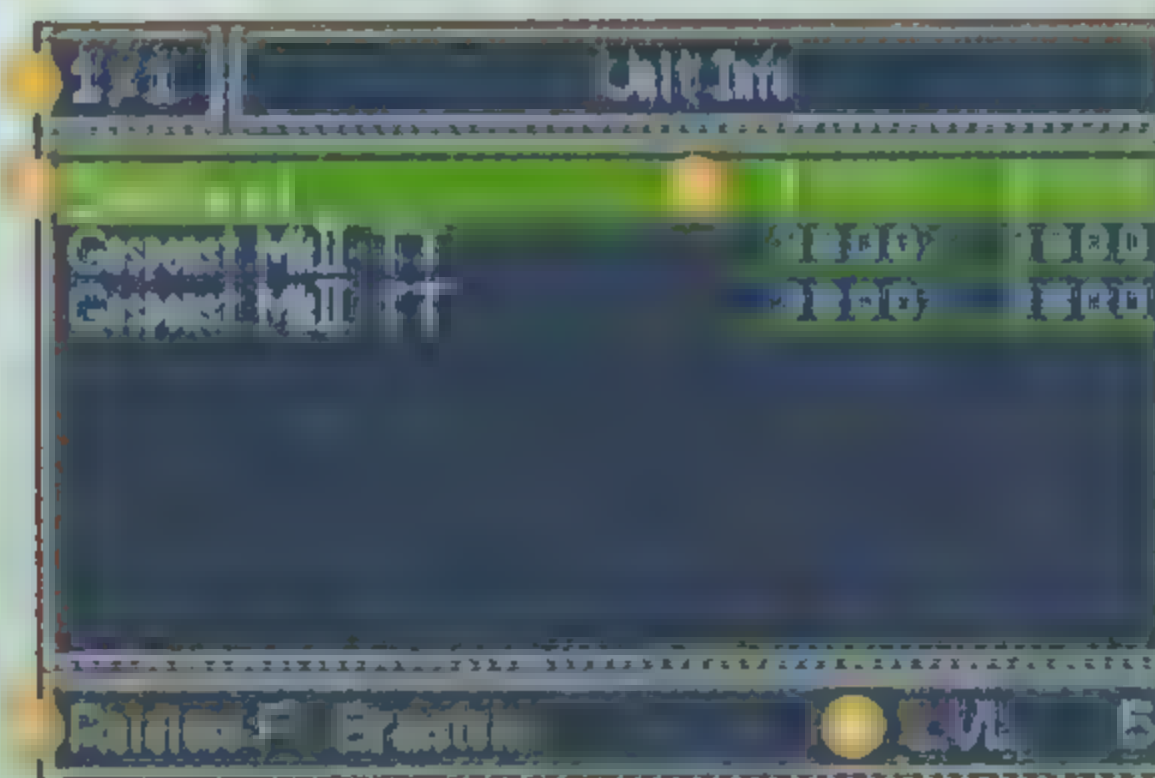
Note: Units required to deploy on the next map will be listed in yellow.

•CUSTOMIZATION

If you select "Unit: Customize," a list of units will be displayed. Use the Control Pad to change pages, and select the unit you want to modify. Next, choose the type of modification you'd like to make. Use the Control Pad to determine the degree of modification, and the cost will be calculated. Once you confirm payment, the customization will be complete. The more red indicators that are changed to green, the better the mech's performance will be.

❶ Unit Name
❷ Money
❸ Customization Cost
❹ Type of Modification
❺ Degree of Modification
❻ Current Level
❼ Level After Customization

L/R:Select

HP   3800
EN   100
Mobility   85
Armor   1000

Gespenst MkⅡ·TT
$ 21100
Fee

HP
3800▶ 5510

•PARTS

Select "Unit: Parts," and a list of your units will appear. Select one, and a list of its equipped parts along with a list of your inventory (available/total) will be displayed. A blank indicates an open slot. You can equip a part there, or replace another part that is already equipped. To equip a part, choose that part and a list of mechs with that particular part will be displayed. If you want to unequip a part, just select the part and choose "Unequip" from the inventory list.

❶ **Page:** use the Control Pad to change pages
❷ **Currently Equipped Parts**
❸ **Inventory**
❹ **Part Info**
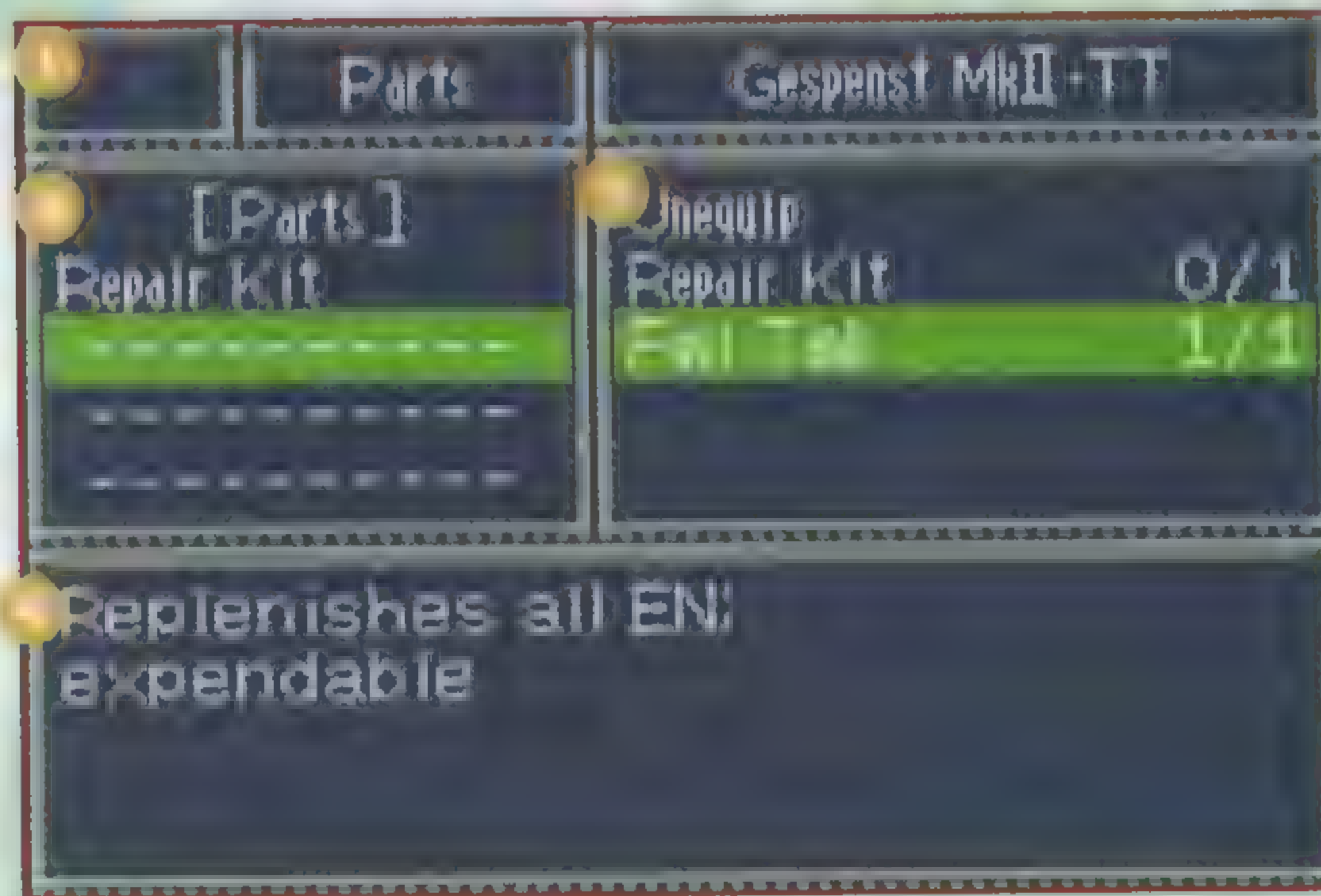
WEAPONS

•SELECTION

Select "Weapon: Equip" and choose the unit you want to equip a weapon on. A list of the unit's current weapons will be displayed. Weapons listed in grey cannot be removed, since they are attached to the unit. However, others can be replaced, or the weapon can be equipped in an empty slot. Each weapon is a certain size (W Size), and each unit has a certain amount of space to carry weapons (W Space).
The unit can only carry as many weapons as space allows.
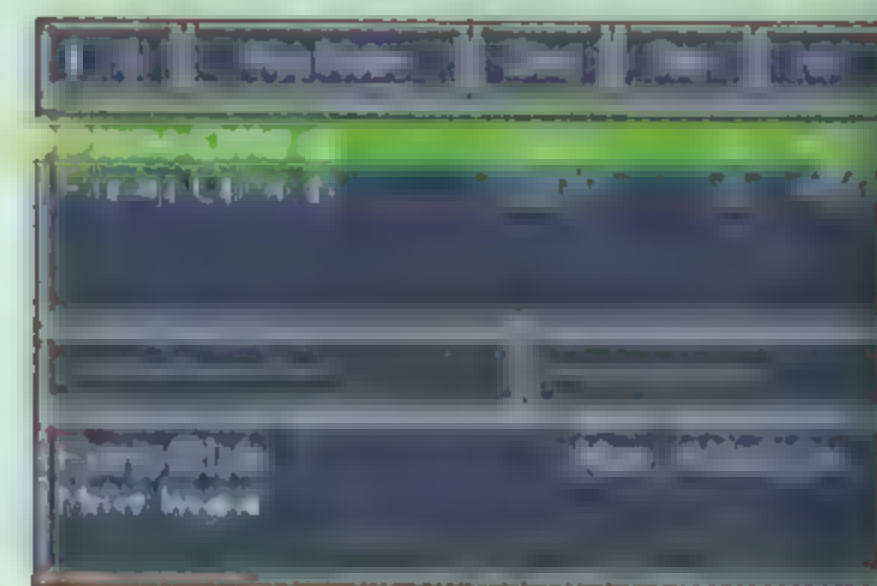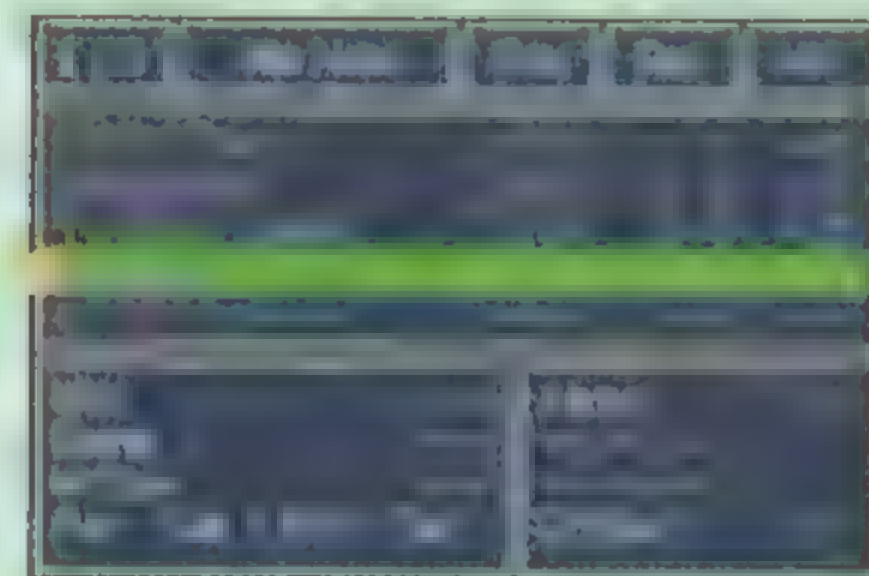
❶   **Equippable Weapons**
❷   **W Size of the selected weapon**
❸   **W Space of the unit (current/maximum)**
❹   **Weapon Info**
❺   **Weapon List**

●CUSTOMIZATION

Customizing weapons is just like customizing your units. Select "Weapon: Customize." Next, choose a unit, and then a weapon from those equipped. If you want to customize a weapon in storage, select "To Storage" from the list of units.

1 Weapon to be Customized
2 Level of Customization
3 Current Attack Power
4 Attack Power after Customization
5 Money
6 Customization Cost

Customize

Plasma Cutter ℗

Damage   2300▶ 3600

$ 21100
Fee
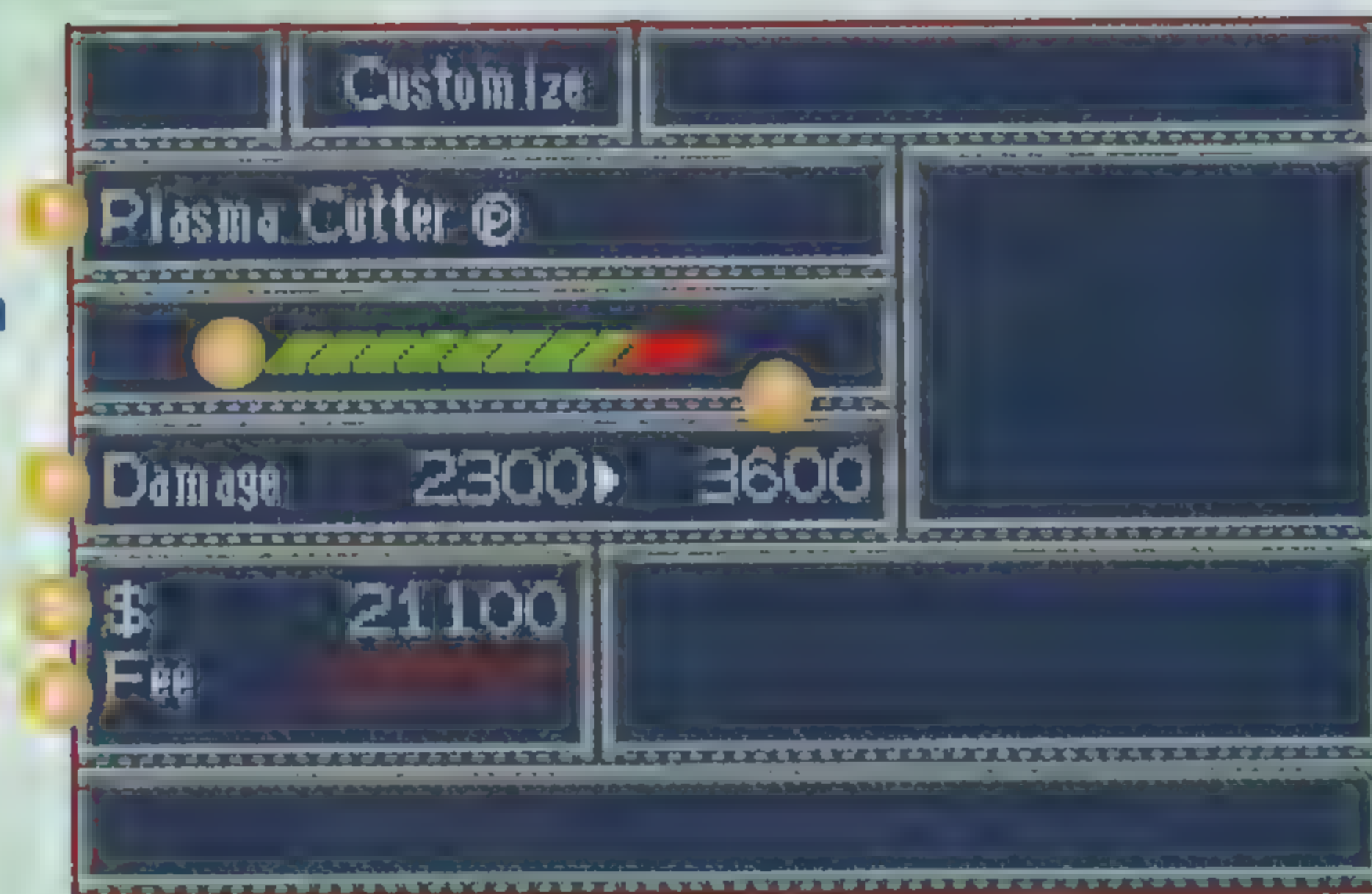
PILOTS

•INFO

Select "Pilot: Info." Choose a pilot you'd like more information about, and the Status Screen will be displayed.

① **Page:** Use the Control Pad to change pages.

② **Pilot's Name**

③ **Unit's Name**

④ **Pilot's Level**

Note: Pilots required to participate in the next battle will be listed in yellow.

•TRAINING

By using Pilot Points in training, pilots can improve their abilities or learn special skills. Just select a pilot, and then choose "Raise Stats" or "Learn Skills."

•RAISING STATS

Select an ability you want to improve using the cursor, and then use the Control Pad to adjust the value. The points required will be indicated on the left. If you don't have enough Pilot Points, then you won't be able to make the change.

•LEARNING SKILLS

Here, the skills the pilot has already learned will be shown at the bottom left, and the ones he can learn will be displayed at the top right. Select an empty slot on the left, and then a skill from the list on the right. If you have enough Skill Points, the pilot will learn the skill. If a skill has "+1" listed next to it, it can be learned again and again, increasing the pilot's skill level.

Example: (Prevail +1) + (Prevail +1) = Prevail +2

•ASSIGN

By selecting "Pilot: Assign," you can change which unit a pilot is assigned to. Just select a pilot from the list, and then choose a unit. Note that certain pilots cannot be assigned to certain units.

❶ **Page:** use the Control Pad to change pages.

❷ **Pilot to be Assigned**

❸ **Unit Name**

❹ **Current Pilot**
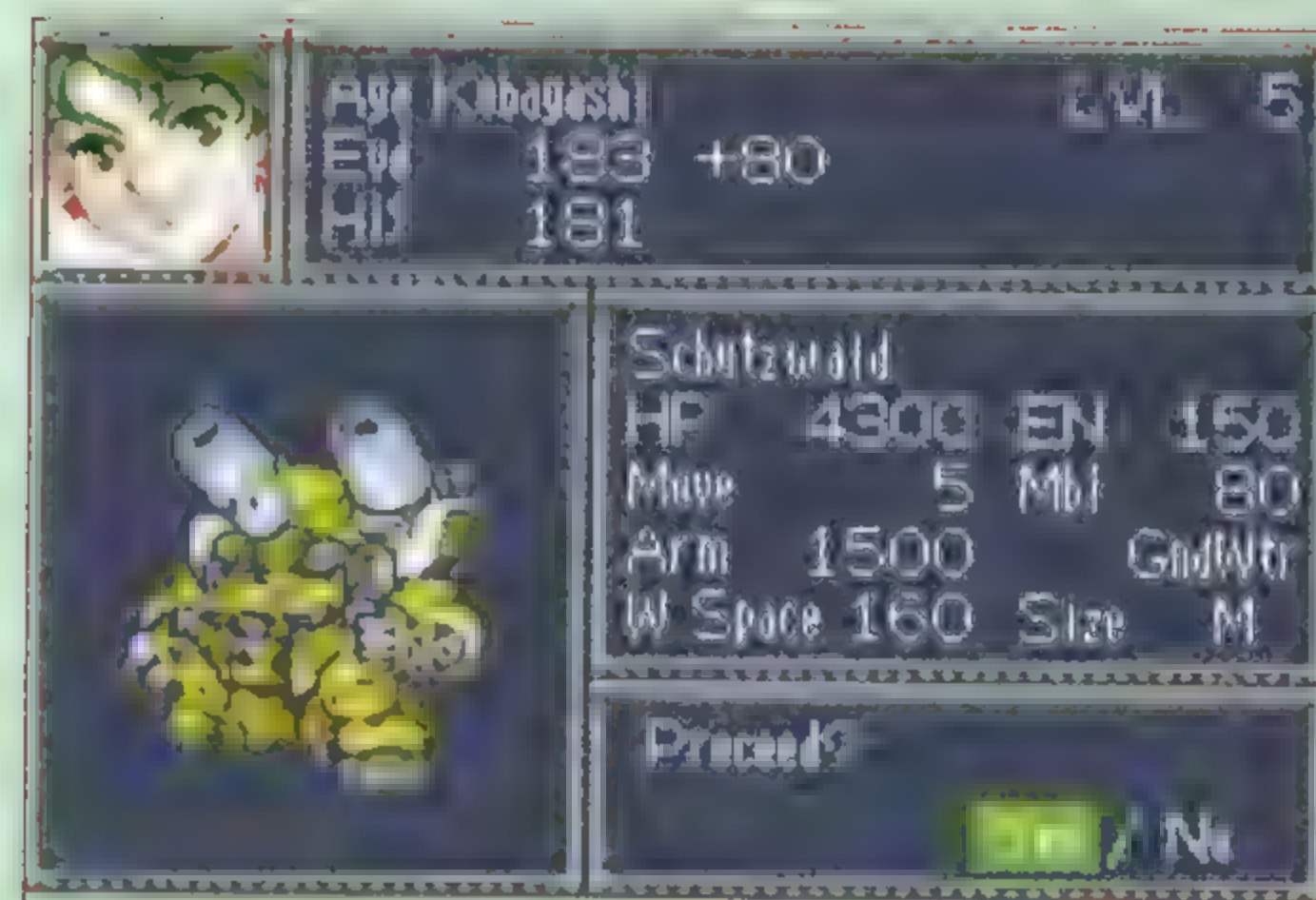
DATA

•SAVE

Select "Save" to record your progress. Next time you play, you'll start from the intermission where you left off.

•LOAD

This option allows you to load previously saved data. You'll begin from the intermission where the save was made.

1. **Save Data:** you can create up to two save files
2. **Character:** the main character whose progress was saved
3. **Scenario:** the number of completed scenarios
4. **Battle Mastery:** current difficulty level and degree of Battle Mastery
5. **Turns:** the number of turns you've taken thus far in the game
6. **Money:** amount of money you have at the save point

SAVING

There are two ways to save in this game: during an intermission or using the Quick Save feature. The former will allow you to continue from the intermission where you left off, while the latter will allow you to resume the game from the exact point where you left off. Use both methods to suit your needs.

•SAVING DURING AN INTERMISSION

Select "Save" from the options available to you during an intermission. You can continue your game by selecting "LOAD" from the Start Menu. Up to two save files can be stored.

•QUICK SAVE

You can also save on any map by accessing the General Commands. To resume your game where you left off, select "CONTINUE" from the Start Menu. Only one save file can be stored using this method.
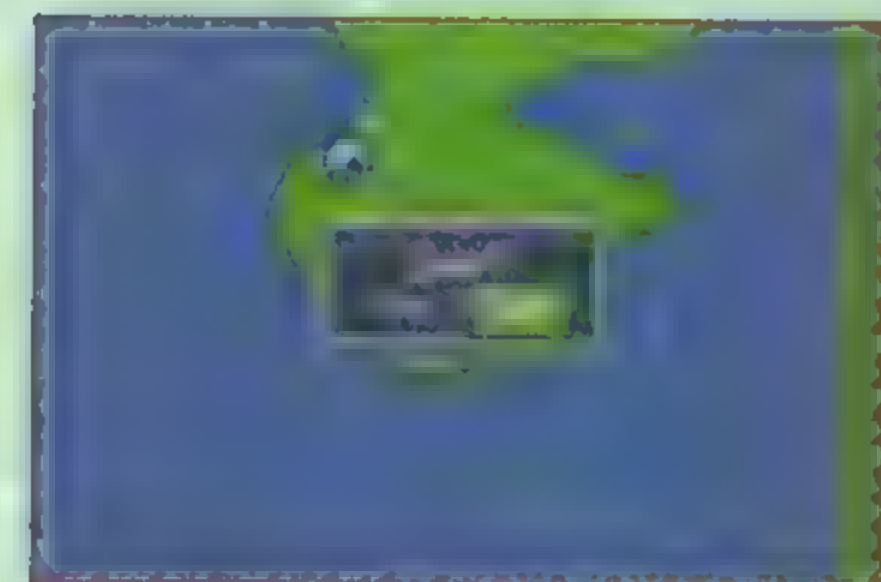
Note: Do not turn the power OFF while saving.

ENVIRONMENT

Various environments make up the game's maps. These will influence units' mobility, defence, and hit rates. Remember, some locations will restore HP and EN to units stationed there. Press the B Button with the cursor pointing to an unoccupied grid square to see the nature of that location. In locations which severely limit mobility, units can sometimes move freely if the "Air" or "Change" option is available to them.

•REPLENISHING LOCATIONS

	REPLENISHMENT EACH TURN	
	HP	EN
INSTALLATION	+20%	+20%
COLONY	+10%	+10%
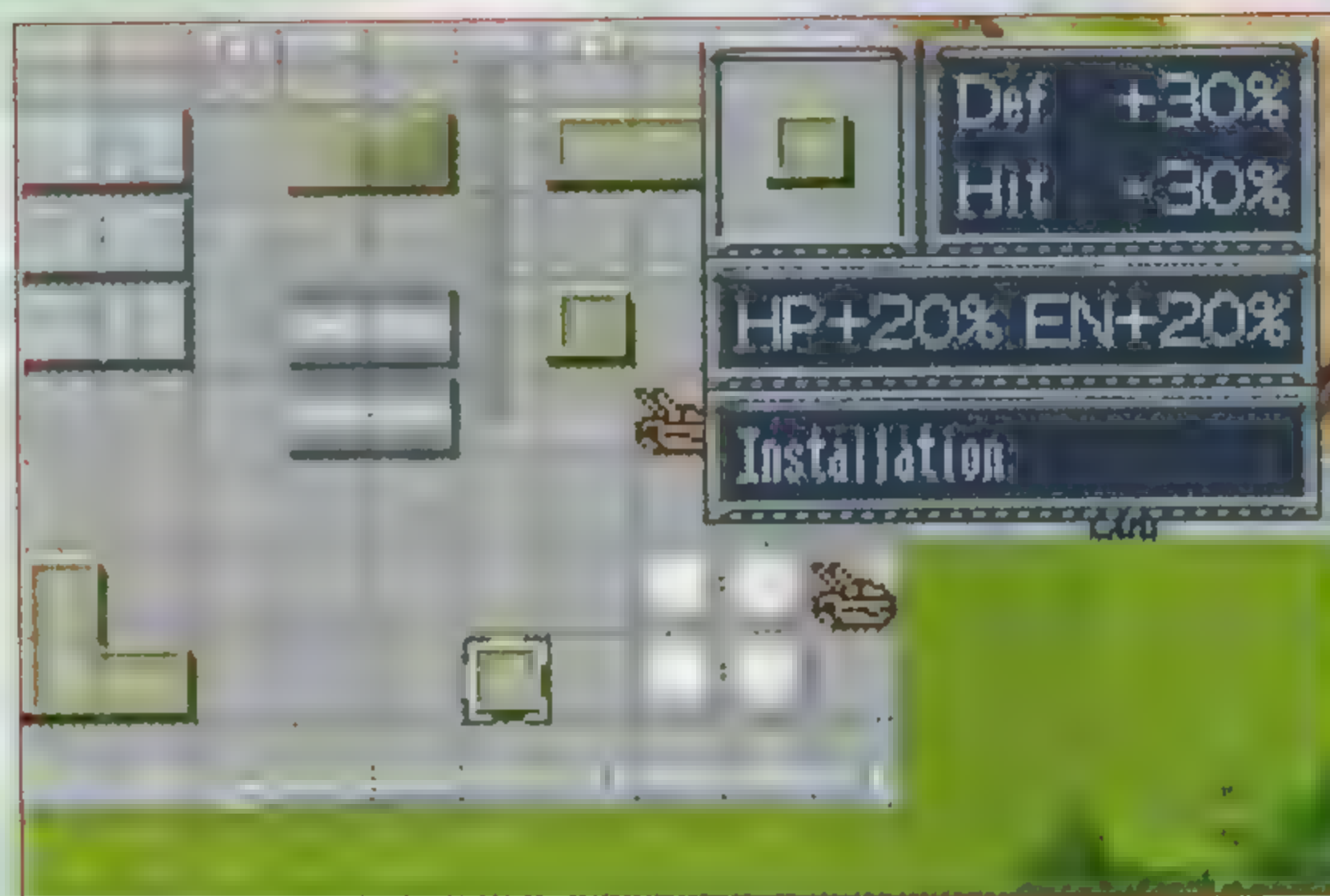
SPIRIT COMMANDS

VALOR	Doubles damage dealt on next attack
DAUNT	Reduces target's Will by 10
MERCY	Reduces enemy's HP to 10 when character's Maneuver is higher
SNIPE	Increases all weapons' ranges by 2 (except MAP and Range 1)
ALERT	Enables evasion of any enemy attack for 1 battle
GAIN	Doubles EXP earned in next battle
CHEER	Doubles EXP earned by an ally next battle
LUCK	Doubles money earned next battle
BLESS	Doubles money earned by an ally next battle
FOCUS	Raises Hit/Evade Rates by 30% for 1 turn
STRIKE	Raises Hit Rate to 100% for 1 turn; nullifies Double Image
ATTUNE	Raises ally's Hit Rate to 100% for 1 turn
SENSE	Combined effects of STRIKE and ALERT
GUARD	Reduces damage sustained to 1/4 for 1 turn
ACCEL	Increases Movement by 3

ZEAL	Allows 1 extra action
VIGOR	Replenishes HP by 30% of max value
GUTS	Fully replenishes HP
SPIRIT	Increases Will by 10
DRIVE	Increases Will by 30
TRUST	Replenishes an ally's HP by 2000
FAITH	Fully replenishes an ally's HP
RENEW	Fully replenishes an ally's ammo/EN; Your Will won't be affected
ENABLE	Allows an ally that has acted already to act again
SCAN	Reveals info about the target
ROUSE	Increases adjacent ally's Will by 10
HOPE	Replenishes an ally's SP by 50
ASSAIL	Enables usage of all weapons (except MAP) after moving
FURY	Nullifies enemy's defensive abilities/defensive support
LOVE	???

PARTS

BOOSTER	Movement +1
MEGABOOSTER	Movement +2
THRUSTER	Mobility +25
BIO SENSOR	Mobility +20
SERVO MOTOR	Mobility +5
APOGEE MOTOR	Movement +1, Mobility +5
TESLA DRIVE	Enables flight; changes unit's/weapons' performance in the sky to "A"
THRUSTER SET	Changes unit's/weapons' performance in space to "A"
DUSTPROOF	Changes unit's/weapons' performance on the ground to "A"
WATER JET	Changes unit's/weapons' performance in water to "A"
RADAR MODULE	Increases all weapons' ranges by 1 (except MAP and Range 1)
CUSTOM	All weapons' Hit Rates +30%
HEAD-UP DISPLAY	
MULTISENSOR	All weapons' Hit Rates +20%

DUAL SENSOR	All weapons' Hit Rates +10%
CHOBHAM ARMOR	Max HP +500, Armor +100
HYBRID ARMOR	Max HP +1000, Armor +150
ORICHALCONIUM	Max HP +1000, Armor +200
Z.O. ARMOR	Max HP +1500, Armor +250
GENERATOR	Max EN +50
LARGE GENERATOR	Max EN +100
CARTRIDGE	Replenishes all ammo. Expendable
SOLAR PANEL	Replenishes 10% of Max EN at the beginning of each turn
BEAM COAT	Adds special ability: Beam Coat
AB FIELD	Adds special ability: AB Field
G WALL	Adds special ability: G Wall
FUEL TANK	Replenishes all EN. Expendable
REPAIR KIT	Replenishes all HP. Expendable
SP DRINK	Replenishes 50 Spirit Points. Expendable
EMBLEM	Initial Will +5
MEDAL	Initial Will +10

Note: There are other parts besides those mentioned above.

CHARACTERS

RYUSEI DATE

A test pilot and SRX team member, he's passionate, straightforward, and often reckless. Women are a complete mystery to him, but he's a hardcore super robot enthusiast. He met Ingram Prisken after winning a robot-simulation game tournament called "Burning PT." Ingram immediately recognized Ryusei's ability, and it didn't take long for Ryusei to decide to join the army. His cheerfulness is contagious, but he's sometimes mistaken as being shallow. In reality, he's one of the most reliable guys to have at your side in a pinch. Some say he has the devil's luck, always managing to escape difficult situations despite impossible odds. He's 18 and a Master Sergeant.
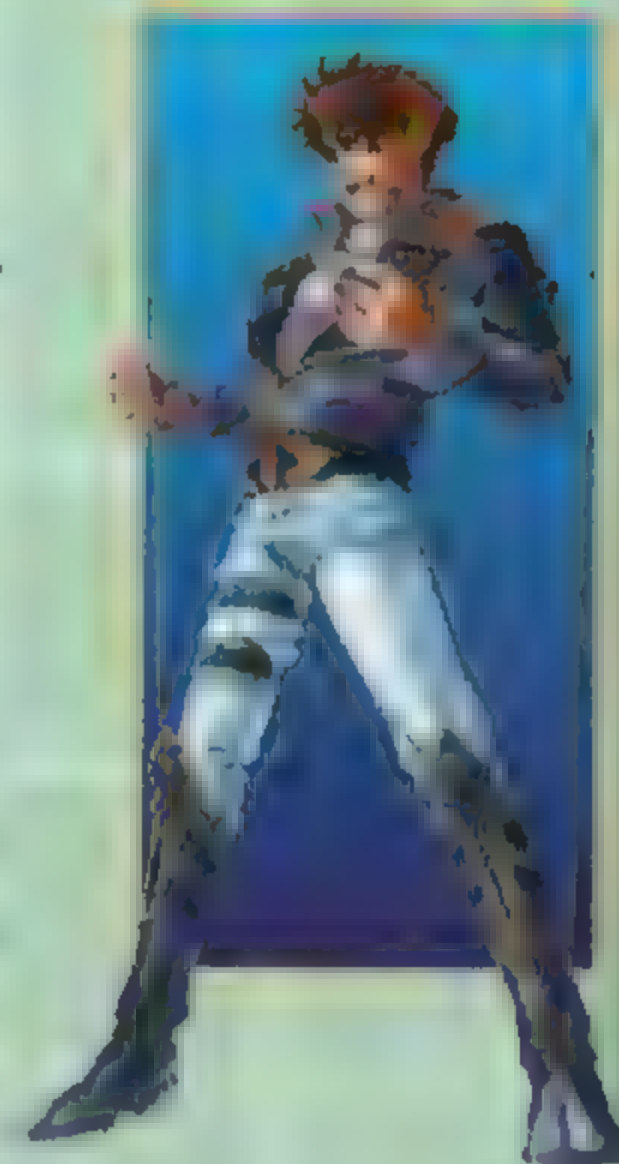
R-1

Height: 19.1m Weight: 50.2t

Its official name is the Real Personal Trooper Type-1. It's the first of the Personal Trooper-R Series, developed as part of the SRX Project. Designed for close combat, it's equipped with non-beam type weapons to ensure its attacks damage the enemy. Also, it's equipped with the latest PT/EOT technology, making it the ultimate version of the standard PT. A well-balanced mech within the R series, it can change into the R-WING, its flying form.

RAIDIESE F BRANSTEIN

A test pilot for the SRX team, he's a member of the Branstein family, a distinguished military family. While testing the RTX-008R Huckebein prototype, the Black Hole Engine malfunctioned, and he lost his left hand. Smart, sarcastic, and cool under pressure, he's reportedly a genius. He's 19 years old and a Second Lieutenant.

R-2

Height: 18.2m Weight: 80.4t

Officially known as the Real Personal Trooper Type-2, it's the second mech from the Personal Trooper-R Series, developed as part of the SRX Project. Designed to bombard its opponent, it's equipped with high-powered beam-type weapons and thick armor. It's also equipped with a Tronium Engine that uses Extra Over Technology, making its output difficult to regulate and limiting its mobility. Its primary responsibility is to support the R-1, which excels at close-range combat, and the R-3, which excels at long-range combat. However, the R-2 often fights alongside the R-1 on the front line to cover for the occasional loss of the R-3, which does not always live up to its full potential because of its unreliability.

AYA KOBAYASHI

The leader of the SRX team. Before joining the army, she helped her father by volunteering as a subject for the Japan Special Laboratory for Brain Research. When the SRX Project was launched, she was assigned to the development team responsible for the Telekinesis-Link System for the R Series. She seems responsible and strong-willed on the surface, but deep inside, she's a gentle girl who hates conflict. She's 21 years old and a captain.

R-3

Height: 15.3m Weight: 49.4t

Officially known as the Real Personal Trooper Type-3, it's the third mech from the Personal Trooper·R Series, developed as part of the SRX Project. It's meant for a commanding officer, and is equipped with the T-Link System. This unit is ideal for using telekinesis-type weapons, capturing enemies from a distance, and doing reconnaissance work. It was built exclusively for Aya.

KYOSUKE NANBU

A test pilot for the ATX team, he's a man of few words who always wears his poker face. Nobody knows the strong emotions deep inside him. He's romantically involved with Excellen, who he loves dearly. He's a bad gambler, so it's up to her to stop him whenever he tries to bet on the underdog. He used to belong to the Far East Brigade and was also a test pilot for the Wildraubtier. He's 22 years old and a Second Lieutenant.

PTX-003C: GESPENST Mk-II ALTEISEN

Height: 22.2m Weight: 85.4t

As part of the ATX Project conducted at Langley Base in North America, this Personal Trooper was designed for frontal attack with overwhelming fire power. It's the result of radical modification to the third test model of the first generation Gespenst series. Almost all of its weapons are non-beam type for close/middle-range combat. Due to its engineers' creative vision, it's not armed with EOT technology. Although it's great for close-range combat, it was taken out of production because its unusual concept seemed to go against the trend. Therefore, it was given the code name "Alteisen," which means "Old Iron."

61

EXCELLEN BROWNING

A test pilot who's a member of the ATX team and pilots the Weissritter, she's calm and intelligent, but shows off too much and always speaks her mind (she enjoys being the center of attention). She parties a lot and enjoys watching all of the absurd behavior that goes on during social gatherings. She loves Kyosuke more than anyone in the world, but he doesn't treat her the way that he should, leaving her frustrated. She's an excellent pilot, skilled especially at dog-fighting. She's 23 years old and a Second Lieutenant.

PTX-007-03C: GESPENST Mk·II CUSTOM WEISSRITTER

Height: 21.7m Weight: 60.3t

This is a customized Personal Trooper based on the third model of the Gespenst Mk·II. Utilizing Lion series data leaked by the DC, and equipped with a miniature Tesla Drive created by the Tesla Leicht Institute, the Weisritter is able to fly without any support. It has greater mobility than the Lion series, and is armed with an Oxtongue Rifle that's capable of firing both beam and non-beam type rounds, offering its pilot unparalleled accuracy. However, mass production was cancelled due to the unit's high cost and weak armor, a deficiency resulting from the design's emphasis on mobility.

MASAKI ANDOH

The pilot of Cybuster, the Elemental Lord, he's quite frank and exceptionally athletic. But, he doesn't know how to communicate with women, and has a terrible sense of direction. He was chosen as the pilot of the Elemental Lord since the mech requires high Prana, which he has because of his strong emotions. Masaki keeps two cat-like familiars: Shiro and Kuro. Although he's handsome, because of his comical behavior, he's rarely seen as the hero. He likes to do things alone, and has a strong sense of loyalty and sympathy for a 17 year old. He was summoned to the Holy Langran Kingdom in the underground world of La Gias to become the pilot of Cybuster and to stop the Evil Lord. He tried his best, but the kingdom was destroyed. He returned to this world chasing after Shu and the Granzon.

CYBUSTER

Height: 28.48m Weight: 38.4t

A unit developed in the Langran Kingdom, Cybuster is also known as the "elemental Lord of the Wind" because it was blessed by Cyfis, the god of the wind. Its main power source is the Fulcanelli-type eternal engine, which requires the pilot's Prana (lifeforce). It also utilizes Ether (a stationary energy with no mass) as a magical catalyst for more powerful propulsion. Cybuster's armor is made of Orichalconium with a geometric structure and particle arrangement that provide magical protection. It can transform into a cruising variant called Cybird.

LUNE ZOLDARK

Lune is the only daughter of Bian Zoldark, the leader of the Divine Crusaders, the group who caused the DC War. She has superhuman reflexes and vision. She's attractive, but tomboyish at the same time. She also has a weakness for flattery. She was supposed to pilot the Valsion, but because she disliked its design, she had the Valsione made especially for her. A fan of Japanese costume plays, she's 16 years old and her hobby is saving money.

VALSIONE

Height: 24.6m Weight: 39.7t

Developed by Bian Zoldark for his daughter Lune, this is the second unit of the Valsion series. Its movement is smooth and human-like, and the mech can even display facial expressions. The Valsione is equipped with a compact Tesla Drive, enabling it to fly. With its Psy-Blaster, Cross Smasher and Divine Blade, it also boasts impressive attack power.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:

3+ www.pegi.info **7+** www.pegi.info **12+** www.pegi.info **16+** www.pegi.info **18+** www.pegi.info

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:

@*! **BAD LANGUAGE** **LA FAMILIARITÉ DE LANGAGE**

DISCRIMINATION **LA DISCRIMINATION**

DRUGS **LES DROGUES**

FEAR **LA PEUR**

SEXUAL CONTENT **LE CONTENU SEXUEL**

VIOLENCE **LA VIOLENCE**

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

505 Games, Via Bisceglie 76, 20152 Milano, Italy